PlayStation

NTSC U/C

# Fisherman's Bait 2
# Big Ol' Bass

EVERYONE
E
CONTENT RATED BY
ESRB

KONAMI

SLUS-00999

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**
The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.
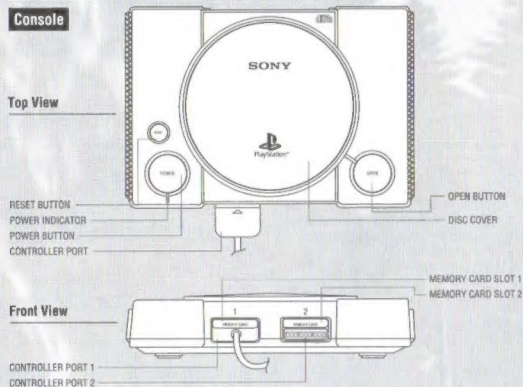
**HANDLING YOUR PLAYSTATION DISC:**
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



Fisherman's Bait 2
**Big Ol' Bass**™

## CONTENTS

Thank you for purchasing Fisherman's Bait 2: Big Ol' Bass, by Konami. Read this manual before play to ensure the best possible game experience, and operate the game according to the instructions. Be sure to save this manual as it will not be re-issued.

# GETTING STARTED

**Console**

**Top View**

RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT

OPEN BUTTON
DISC COVER

MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

**Front View**

CONTROLLER PORT 1
CONTROLLER PORT 2

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **Fisherman's Bait 2: Big Ol' Bass** disc and close the disc cover. Insert a game controller and turn ON the PlayStation game console. Follow on-screen instructions to start a game.
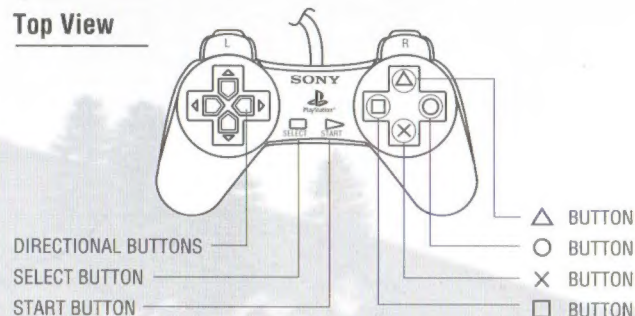
## MEMORY CARDS
To save game settings and progress, insert an optional Memory Card into Memory Card slot 1 or 2 of the PlayStation game console before starting play. You can load your saved games from the same card, or from any Memory Card containing previously saved **Fisherman's Bait 2: Big Ol' Bass** games.
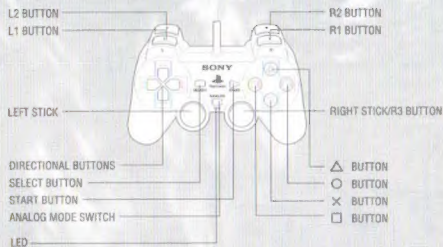
# CONTROLLERS

**Controller**

**Top View**

DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON

△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON

| Controls | Regular Commands | Commands in Title or Menu Screens | Commands in Play Screens |
|---|---|---|---|
| Directional Button | Choose item | Choose mode, lake, etc. | Move/Control rod |
| ✕ Button | Make selection | Select item/Advance to next screen | Control reel (press repeatedly)/Cast |
| △ Button | Cancel | Return to previous screen (not available on some screens) | Control reel (press repeatedly)/Cast |
| L1, L2, R1, R2 Buttons | Not used | Not used | Release/Toggle selection screens |

## Analog Controller

```
L2 BUTTON                          R2 BUTTON
L1 BUTTON                          R1 BUTTON

                SONY

LEFT STICK                         RIGHT STICK/R3 BUTTON

DIRECTIONAL BUTTONS                △ BUTTON
SELECT BUTTON                      ○ BUTTON
START BUTTON                       ✕ BUTTON
ANALOG MODE SWITCH                 □ BUTTON
LED
```
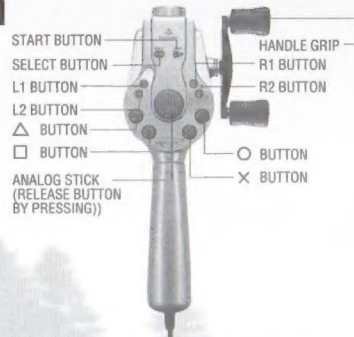
- Toggle the Analog Mode Switch ON (LED lit) to play the game in analog mode. The Left and Right Sticks are enabled only when the LED is lit.
- The Vibration function settings are in the Controller Settings section in Option mode (see page 25). When the Vibration function is set to ON, the controller will vibrate regardless of whether the LED is on (lit) or off (dim).
- There are four types of game controls, (Types A, B, C and D) which you can select in the Options menu. The default setting is Type A. (See page 6 for control types.)

| Controls | Regular Commands | Commands in Title or Menu Screens | Commands in Play Screens |
|---|---|---|---|
| Directional Button | Choose item | Choose mode, lake, etc. | Move/Control rod |
| ✕ Button | Make selection | Select item/Advance to next screen | Cast |
| ▲ Button | Cancel | Return to previous screen (not available on some screens) | Cast |
| Left Stick | Choose item | Choose mode, lake, etc. | Move, Control rod |
| Right Stick | Not used | Not used | Control reel |
| R3 Button (press Right Stick) | Make selection | Select item/Advance to next screen | Cast |
| L1, L2, R1, R2 Buttons | Not used | Not used | Release/Toggle selection screens |

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## Fishing Rod Controller

```
START BUTTON                       HANDLE GRIP
SELECT BUTTON                      R1 BUTTON
L1 BUTTON                          R2 BUTTON
L2 BUTTON
△ BUTTON
□ BUTTON                           ○ BUTTON
ANALOG STICK                       ✕ BUTTON
(RELEASE BUTTON
BY PRESSING))
```

| Controls | Regular Commands | Commands in Title or Menu Screens | Commands in Play Screens |
|---|---|---|---|
| Directional Button | Choose item | Not used | Not used |
| ✕ Button | Make selection | Select item/Advance to next screen | Operate Power Gauge |
| ▲ Button | Cancel | Return to previous screen | Not used |
| ● Button | Not used | Not used | Operate Power Gauge |
| Center Stick | Not used | Choose mode, lake, etc. | Move, Control rod |
| Reel | Not used | Not used | Control reel |
| L1, L2, R1, R2 Buttons | Not used | Not used | Release/Toggle selection screens |

- The Vibration function settings are in the Controller Settings section of the Options menu (see page 25).

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## CASTING

There are two casting methods, A and B, which can be used with the Fishing Rod Controller. Select either method from the Options menu (see page 25).

**Method A** Press the ❌ (or ⬤) button. When the Power Gauge appears, **release the button** and swing the controller in a downward stroke. **The strength of your downward swing determines the distance of the cast.**

**Method B** Press the ❌ (or ⬤) button. When the Power Gauge appears, swing the controller in a downward stroke, **without releasing** the button until you reach the end of the swing. **The timing of your button release determines the distance of the cast.**

## HOOKING THE FISH

If the fish bites your lure, yank on the controller at the right time to set the hook.

• This method cannot be used with the Analog Stick.



If you get a bite, yank on the controller to set the hook.

# STARTING THE GAME



## DEMO SCREEN

During the demo, press the Start Button to advance to the Title screen.

## TITLE SCREEN

Press the Directional Button or Left Stick ⬆/⬇ to scroll through the menu items, then press the Start, ❌ or R3 button to confirm.



**Game** Start the game. Choose this option to go to the Mode Select Screen.

**Livewell** Display the largest of each different type of fish you have caught.

**Option** Configure various game settings. See page 25 for details.

**Rankings** Display a list of the Best Anglers.

## MODE SELECT SCREEN

Press the Directional Button or Left Stick ⬆/⬇ to scroll through the menu items for the mode which you want to play. Press the ✗ or R3 button to confirm.



MODE SELECT 16
BEGINNER
TOURNAMENT
FREE FISHING
VS PLAY
WORLD MONSTERS

Practice mode for beginners.

**Beginner**     This is a practice mode for beginners learning how to play the game. Explanations of how the game controls work are displayed on screen.

**Tournament**     Fish in three lakes, trying to win the top prize at the tournament.

**Free Fishing**     One player can enjoy fishing at leisure. Choose between TRAINING and BIG OL' BASS.

**VS Play**     Two players can compete against one another in the following categories: WEIGHT, SPEED, and TARGET.

**World Monsters** Fish for really monster-sized fish in a fictional near-futuristic setting. One or two players can play. If two players play, you cooperate, rather than compete.

## LAKE SELECT SCREEN

Press the Directional Button or Left Stick ⬅/➡ to scroll through the menu items, then press the ✗ or R3 button to confirm.



LAKE SELECT 36
MIRROR WILLOW
CLEARWATER LAKE

- Choose from PINE LAKE, MIRROR LAKE, CLEARWATER LAKE, WILLOW LAKE and BEAVER LAKE.

- If you catch more than a certain number of fish, you can also choose from two additional lakes: LAKE YAMANAKA, and LAKE GUADO. <NEW LAKE NAMES TO BE INSERTED HERE>

- You cannot select lakes in Beginner, Tournament or World Monsters modes.
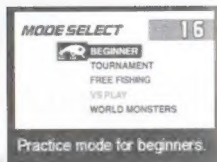
## SPOT SELECT SCREEN

Press the Directional Button or Left Stick ⬅/➡ to scroll through the menu items, then press the ✗ or R3 button to make your selection of a fishing spot.



SPOT SELECT 10
FISH LAKE

- You cannot select spots in World Monsters mode.

## Lure Select Screen

Press the Direction Keys or Left Stick ⬅/➡ to scroll through the lures, then ⬆/⬇ to scroll through the colors. Press the ✗ or R3 button to confirm. An explanation of how to move the lure will appear. Press the ✗ or R3 button to advance to the next screen. Press the △ button to return to the Lure Select screen.



LURE SELECT 24
PLEASE SELECT A LURE
MINNOW CRANKBAIT SPINNER
COLOR VARIETY

## TIP: CLIMATE AND WATER QUALITY

*The effectiveness of various lures changes depending on the climate and water quality. You can get more realistic movements by taking the characteristics of the various lures into account.*



CRANKBAIT 4

# PLAY SCREEN
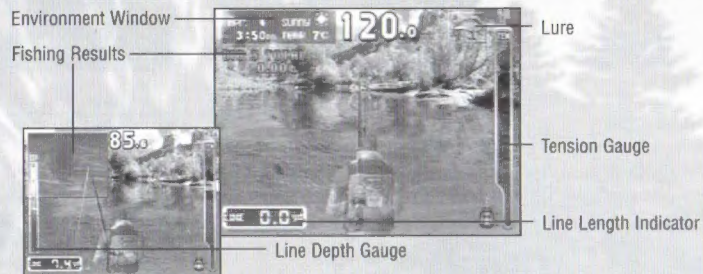
Environment Window
Fishing Results
Lure
Tension Gauge
Line Length Indicator
Line Depth Gauge

| | |
|---|---|
| Environment Window | Displays date, weather, time, and water temperature. |
| Time | Displays your elapsed fishing time. |
| Lure | Displays the lure currently in use. |
| Fishing Results | To configure this window, see below. Note that the Lure screen will replace this window after you cast. |
| Tension Gauge | Displays the tension in the fishing line. |
| Line Length Indicator | Displays length of fishing line from rod to lure. |
| Lure Depth Gauge | Displays the depth of the lure in water. |

## CHANGING THE FISHING RESULTS DISPLAY

In Beginner and Training modes, you can change the Fishing Results display by pressing the Directional Button or Left Stick ⬆/⬇ before casting.

| | |
|---|---|
| Big 3 Total | Displays the combined weight of the three biggest bass you've caught. |
| Total | Displays the combined weight of all of the bass you've caught. |
| Largest | Displays the weight of the largest bass you've caught. |

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# PLAYING THE GAME

1. Press the Directional Button or Left Stick ⬅/➡ to choose the direction to cast. Then press the ✕, △ or R3 button twice to set the casting range. The first press of the button starts the Power Gauge; the second press stops the Power Gauge. Then, immediately cast the line.

- The closer the Power Gauge gets to the top, the longer your cast will be.

Power Gauge

- After you cast, the Lure Display Window appears in the upper left corner of the screen.

2. Reel in the line by repeatedly pressing the ✕ or △ button, or by rotating the Right Stick. Move the rod with the Directional Button or Left Stick.

- You can cast again when you wind the lure back to the rod.

- If a fish bites the lure in the Lure screen, press the Directional Button or Left Stick to match movements with the fish, and try to set the hook in its mouth.

- When using the Fishing Rod Controller, use the handle to reel in the line, and jerk the controller to set the hook in the fish's mouth.

3. When you get a bite, the screen display changes to the view of the fish underwater. When the Tension Gauge blinks, release the ✕ or △ button (or stop turning the Right Stick) to stop reeling in the line. Press the L1, L2, R1 or R2 button to release some line.

- The view will change to that of the fish even if its starts thrashing around.

- If the fish gets away or your line breaks, the line will reel itself in automatically. Cast again once the line is rewound.

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- Stay alert. If the Tension Gauge blinks and turns red, either the fish will get away or your line will break.
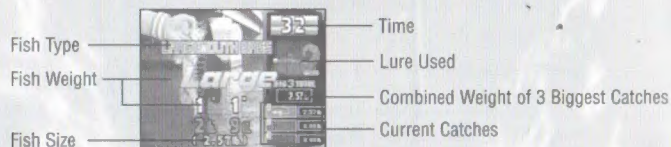
### TIP: GETTING A BITE
*When the fish bites your lure, jerk on the rod at the right time to try and hook the fish at just the right time.*

4. When you run out of time, the Continue Screen will appear if you have credits remaining. Press the Start button to return to the Play screen.

- The game ends if you have no credits left. You can change the number of credits in Option mode. The default setting is 3. (See page 25 for details on using Option mode.)



# THE WEIGH-IN SCREEN



Fish Type
Fish Weight
Fish Size

Time
Lure Used
Combined Weight of 3 Biggest Catches
Current Catches

When you successfully catch a fish, the display changes to the Weigh-In Screen. Extra time will be added depending on the fish's weight. Press the Directional Button or Left Stick ⬆/⬇ to scroll through the fish that you have caught, and ⬅/➡ to rotate the fish.

- The display will show your Big Bass Ranking only when you catch a bass that makes the top 3 ranking.

# TOGGLING THE PLAY & SELECT SCREENS

While on the Play screen, press the L1, L2, R1 or R2 button before casting to switch to the Select screen. Press the Directional Button or Left Stick ⬆/⬇ to scroll through the modes, then press the ⊗ or R3 button to confirm.



| | |
|---|---|
| **Change Lure** | Go to the Lure Select screen. (See page 8.) |
| **Move Spot** | Go to the Spot Select Screen. (See page 9.) |
| **Livewell** | Shows your current catch in the Livewell. (Nothing will appear in the Livewell if you haven't caught anything yet.) |
| **Weigh-In** | In Tournament Mode, you can weigh-in and qualify for the next level before ten minutes have elapsed. |
| **Exit** | End the game, display your final results, then return to the Title screen. |

# ENDING THE GAME

Choose EXIT from the Select screen to end the game. You can save your game at the point you quit by using Option mode. (Refer to page 24 for details on saving games, and page 25 for details on Option mode.)

- CAUTION: When you stop playing, open the disc cover and remove the disc once it stops spinning. Then turn off the power. Turning off the power first will not stop the disc from spinning, which may result in damage to the disc when you attempt to remove it.

# BEGINNER MODE

Select BEGINNER from the Mode Select screen.

### TODAY'S RESULT SCREEN / GAME OVER SCREEN

When you run out of time, the Today's Results screen will appear if you are out of credits or do not choose to continue play. Press the Directional Button or Left Stick ⬅/➡ to scroll through the alphabet, selecting up to three characters to enter for your name. Press the ❌ or R3 button after each selection. When you have done this the Game Over Screen will appear, followed by the game demo.

- You can enter your name in the Total Result screen only if you made it onto the Big Bass Ranking screen.

- See page 13 for details on ending the game.

# FREE FISHING MODE

Select FREE FISHING from the Mode Select screen, and then select either TRAINING or BIG OL' BASS.

**Training**    Go fishing at your favorite lake. This is ideal for finding the best spots.

**Big Ol' Bass**    Catch all of the huge fish you want. Scores in this mode will not be saved.

### TODAY'S RESULT SCREEN / GAME OVER

When you run out of time, the Today's Result Screen will be displayed if you are out of credits or do not choose to continue play. After you enter your name, the Game Over Screen will appear, followed by the game demo.

- Fish caught in Big Ol' Bass mode will not count toward high scores.

14 • See page 13 for details on ending the game.

# TOURNAMENT MODE

Tournament mode takes place at each of three lakes in succession, with a qualifying round at each lake. Select TOURNAMENT from the Mode Select screen.

### TOURNAMENT RULES

**Qualifying Round**    You must catch a bass larger than a specified weight within ten minutes in order to advance to the Main Event.

**Main Event**    Your ranking is based on the combined weight of the three biggest fish you catch within ten minutes. The bass caught in the qualifying round does not count. Final rankings are based on the weights of the fish caught at each lake.

### QUALIFYING ROUND

Three screens introduce the Qualifying Round.
Press the ❌ or R3 button to advance through the screens.

1. The tournament rules are displayed.

2. The lake for the Qualifying Round is displayed.

3. The rules for the Qualifying Round are displayed.

### QUALIFYING ROUND PLAY SCREEN

Advance to the Play screen, which includes several additional components. (See page 10 for details on the standard Play screen components.)

**Qualifying Cut-Off Level**    Displays the cut-off level for qualifying for the Main Event. After you cast, the Lure display replaces this component.

Qualifying Cut-Off Level

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**Countdown**   The Countdown indicator will be displayed at 10 minutes, 5 minutes, 3 minutes, 1 minute, 30 seconds, and 10 seconds before the end of the round. Then it counts down the last ten seconds.

## Rankings Screen

When you make it through the Qualifying Round, the game will display the Big Bass Rankings if your bass catch made the high score rankings.

### *Tip: Fishing Spot*

*The places where you are sure of catching big bass are the same in both Free Fishing/Training and Tournament modes. Use Training mode to find the places to catch big bass before advancing to the Tournament.*

### MAIN EVENT

Two screens introduce the Main Event. Press the ❌ or R3 button to advance through the screens.

1. The lake for the Main Event will be displayed. (The lakes are the same as those in the qualifying round.)

2. The rules for the qualifying round will be displayed.

The game advances to the Play screen, which includes several additional components. (See page 10 for details on the standard Play screen components.)

**Bass Caught**   Displays the combined weight of three biggest bass caught. After you cast, the Lure display replaces this component.

**Countdown**   The Countdown indicator will be displayed at 10 minutes, 5 minutes, 3 minutes, 1 minute, 30 seconds, and 10 seconds before the end of the round. Then it counts down the last ten seconds.



Main Event Play Screen
Bass Caught

# VS PLAY

This mode allows two players to compete against one another. To begin, select VS PLAY from the Mode Select screen.

- You must have controllers inserted into both Controller Port 1 and Controller Port 2 in order to select this option from the Mode Select screen.

- There is no Continue option in VS Play.

Choose to compete in any of the following categories: Weight, Speed, and Target.

**Weight**   The total weights of the three biggest fish caught by each player are compared. The player with the larger total is the winner.

**Speed**   Players compete to see who can gets a bass reeled in from the bite in the shortest time. Both players start with a simultaneous bite, and the game ends when the first one lands a catch, making that player the winner. Choose from three size categories: LARGE, BIG and MONSTER.

**Target**   Players compete to land a specific fish in the shortest time. The game ends when the first one lands a catch, making that player the winner. Choose from three categories of difficulty: EASY, NORMAL, and HARD.

## WEIGHT

Weight Title Screen
Press the Directional Button or Left Stick ◀/▶ to select the time limit, then press the ❌ or R3 button to confirm.

## SPEED

### Speed Title Screen

Press the Directional Button or Left Stick ◀/▶ to scroll through the possible fish sizes, then press the ✕ or R3 button to confirm.

### Countdown Screen

The countdown begins and the game starts with fish on both hooks.

### Result Screen



Winner Display

Elapsed time

## TARGET

### Target Title Screen

Press the Directional Button or Left Stick ◀/▶ to scroll through the difficulty levels, then press the ✕ or R3 button to confirm.

### Target Fish Screen

Displays target fish for this game.

### Lure Select Screen

First, Player 1 chooses a lure, then Player 2 chooses. (See page 9 for details.)

### TOGGLING THE PLAY AND SELECT SCREENS

See page 13 for information on toggling these screens. An additional option appears on the Vs Play Select screen:

**Catch Listing**     Shows you what your current catch looks like. It will not appear if you have not yet caught anything. (This option is not available in Speed Play.)

# WORLD MONSTERS MODE

Players can fish for really monster-sized fish in a fictional near-futuristic setting. One or two players can play. If two players play, they cooperate, rather than compete. The stage objectives differ depending on which stage is being played.

Select WORLD MONSTERS from the Mode Select screen.

### WORLD MONSTER FISHING TITLE SCREEN

Press the Directional Button or Left Stick ◀/▶ to choose one or two players, then press the ✕ or R3 button to confirm.

### FIELD SELECT SCREEN

Press the Directional Button or Left Stick ◀/▶ to scroll through the countries in which to compete, then press the ✕ or R3 button to confirm.



- When you begin, you can choose from the USA, Japan or the Comoros Islands.

- As you progress through the levels, you will be able to choose from Brazil, England, and Egypt as well.

- If you win all of these, you will be able to choose the final setting, China.

- The number of fields which you have completed is displayed in the upper right corner of the Field Select screen.

## STAGE TITLE SCREEN

The Title screen for the selected stage will appear, followed by the Play screen. Press the ⓢ button to return to the Field Select screen.
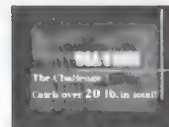
### TIP: TENSION

*You can't simply reel in a fish as fast as you can and expect to land it. This is especially true of the bigger bass. You must make effective use of the Tension Gauge to exhaust the fish before you can land it.*
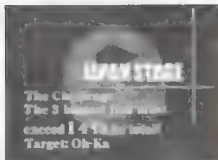


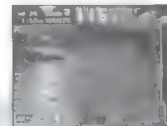## WORLD MONSTERS STAGES

### USA Stage
Go after a total of at least 20 pounds.



### Japan Stage
Your three biggest catches should add up to at least 14 pounds.



### Comoros Stage
Fish for a coelacanth, weighing at least 440 pounds.



### Egypt Stage



### England Stage



### Brazil Stage



### China Stage

## WORLD MONSTERS FISH

### Patriot Bass
This American fighting fish is a true hero, with loads of patriotism, courage, and fighting spirit.



### Coelacanth
Known as a Living Fossil, this ancient fish is a real heavyweight contender.



### Jack Anarchy
The razor-edged fighting spirit of this crafty and cruel English fish will take your breath away.
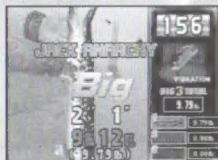


### OH-KA
This mysterious Japanese fish may look beautiful, but it puts up a stunning fight.



### Pharaoh Perch
This giant Egyptian fish, with its shining gold body, resembles the ancient Pharaohs.



### Piranha Grande
A giant piranha rumored to actually exist, its sheer savagery makes men tremble.

# LIVEWELL

Displays the largest fish of each type that you've caught. Press the L1/R1 buttons to zoom in/out. Press the ● button to return to the Title screen.
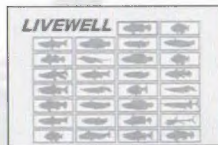


# SAVING YOUR GAME

Use a Memory Card (sold separately) to save and reload games. The data saved is the accumulated catch at the time you quit the game. Saving one game takes one free block on the Memory Card.

To save your game, select the Save option in Option mode.

- Be sure that you have inserted a Memory Card into Slot 1 before saving.
- Do not remove or reinsert the Memory Card while saving, or you may lose your data.
- If you turn on Auto Save in the Options, then your save file will be automatically overwritten when you quit the game, or when you exit the Options Screen. This overwrite includes your high score data, so be careful when using this option.

# OPTION MODE

This mode allows you to configure various game settings. Press the Directional Button or Left Stick ⬆/⬇ to scroll through the options, then press ⬅/➡ to change the selected setting. When all settings have been made, select EXIT and press the ✕ or R3 button.



| | |
|---|---|
| **Credit** | Select the number of credits you will have: 1, 3, 5, 7 or 9. |
| **Difficulty** | Select from three difficulty settings: EASY, NORMAL, or HARD. |
| **Voice** | Turn voices On or Off. |
| **Auto Save** | Turn this option ON to enable the game to save your data when you quit. If you turn the option OFF, you can save your data with the Save option. |
| **Load** | Load a previously saved game from a Memory Card. |
| **Save** | Save game data to a Memory Card. (See page 24 for details of saving procedures.) |
| **Controller** | Change controller settings. Press the Directional Button or Left Stick ⬆/⬇ to scroll through the items, then press ⬅/➡ to make your selections. |
| **Controller Type** | Choose between four controller type settings: A, B, C, and D. (See page 6 for details.) Press the ✕ or R3 button to bring up the controller display. Press the Directional Button or Left Stick ⬅/➡ to change your settings, then press the ✕ or R3 button to select the new settings. Press the ● button to cancel. |
| **Vibration** | Switch the analog controller Vibration function ON/OFF (Dual Shock Analog Controller only). |
| **Reel Sensitivity** | Choose between five levels of responsiveness when reeling in the fishing line; 1 is lowest and 5 is highest. |
| **Hooked Ratio** | Displays the chance of fish getting hooked. |
| **Catching Ratio** | Displays the chance of fish getting reeled in. |
| **Exit** | Choose this item, then press the ✕ or R3 button to return to the Title screen. |

# LURES

There are ten types of lures, each in four colors. Choosing the lure with the right characteristics and color for a given set of weather, temperature, and fishing spot conditions will improve your catch.

### POPPER
This lure is patterned like a frog or small fish, bobbing on the surface of the water. It draws the attention of bass by making loud popping sounds on the surface of the water.

### METAL JIG
Made of metal, this lure sinks easily, making it highly effective on fish that stay in deep water, as well as for winter fishing under ice.

### CRANK BAIT
This lure sinks when it is pulled on. Tugging on it with short jerks makes it zig-zag up and down through the water, drawing the attention of bass.

### SPINNER BAIT
The spinning blades of this lure pique the interest of bass. The trick is to get it to rotate at a constant speed.
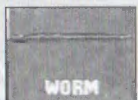
### WORM
Made from rubber, this lure is fashioned in the shape of a worm. Moving it up and down along the bottom of a lake is the way to get the attention of bass.

### PENCIL BAIT
This lure looks like a small fish swimming on the water's surface. To use it, make it float, then move it back and forth with small tugs, so that it appears to be an actual small fish.

### MINNOW (SUSPENDED MINNOW)
Shaped like a minnow swimming under the surface, this lure is most effective when you pull on it to sink it slowly, then maintain its depth without using force on it.

### VIBRATION
This lure vibrates when tugged on. If no force is applied, it sinks. If tugged on repeatedly, it makes noise while also making small vibrations.

### JERK BAIT
A flexible rubber lure, made in the shape of a small fish, this one sinks slowly. The trick with this one is to reel it in while keeping it at the depth at which you want it to be.

### GRUB
The trick with this lure in the shape of a potato bug is to pull it slowly along the bottom of the lake. Its large, fleshy appearance will attract the attention of bass.

### TIP: HANDLING LURES
*Study the descriptions of how to work the various lures. Using them to take advantage of their unique characteristics will make catching fish easier and more fun!*

# FISHING TERMS

| | |
|---|---|
| **Angler** | A fisherman |
| **Biting** | When the angler can feel the fish going for the bait/lure |
| **Bush** | Place where shrubs and small trees meet the water |
| **Casting** | Tossing the line from the rod into the water |
| **Hit** | When a fish takes a bite at the bait/lure |
| **Hook** | Matching the fish's movements so that the fish gets the hook in its mouth |
| **Line** | Fishing line |
| **Line Break** | When the fishing line breaks |
| **Livewell** | A list of fish you have caught |
| **Lost** | When a fish on the hook gets away |
| **Lure** | An object that resembles the food fish eat |
| **Qualified** | Passing the Qualifying Round |
| **Release** | Loosen/release line from the reel |
| **Results** | Scores |
| **Rod** | Fishing pole |
| **Spot** | Place where fish can be found and caught |
| **Tension** | The tautness of the fishing line |